


# Character sheet walkthrough for Sufficiently Advanced.



**Name:** \_\_\_\_\_ **Civilization:** \_\_\_\_\_

**Player:** \_\_\_\_\_ **Society:** \_\_\_\_\_

**Core Values**

The things that drive your character, rated from 0 (don't really believe anymore) to 10 (fundamental). They can gain you a modifier in conflict if invoked.

**Themes**

Ways of taking control of the plot. The different theme types and descriptors flavour how this manifests. Rated from 1 to 5. You spend twists to use these. You can get extra twists by taking complications.

**Professions**

Professions represent the skills your character has gained over the years. They are scored from 1 to 10. Reserve is rated at 2x the Profession Score, and provides a measure of how long you can sustain an action using this profession in a conflict. Hitting zero reserve handicaps your character's actions.

**Capabilities**

Capabilities model your potential. Scores 1 to 3 are human normal, with scores continuing up to 10 as you have more technology available. They are used in conflicts, and have reserve at 1x their score. High Theme levels cap your capabilities.

Conflicts always involve a profession & a capability. A d10 is rolled for each and multiplied by the score. The highest product of the two rolls is used to determine how successful you were.